Abstract

Mathematical Problem Solving Game

A deck of cards, each card displaying on upper face four fixed format mathematical problems, color coded to indicate skill level, to play the game, players simultaneously view a selected problem, objective being to be first player to solve problem using fixed format solution technique, examples: problem displayed is 4,3,2,1=6, players mathematically manipulate calculation numbers 4,3,2,1 to form solution number 6, solving format, form two questions, using each calculation number just once, having answers that can then be combined to form third question, with an answer equaling the solution number (6), two questions 4+3=7 3-2=1 answers are then combined to form third question 7-1=6 solution number, higher skill level example: 6,5,11,8=26 answer 6x11=66 8x5=40 66-40=26,.